

AMENDMENTS TO THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the application.

LISTING OF CLAIMS

1. (Original) A continuous play broadcast system comprising:
 - a distributed communications system;
 - a playback control device that is connected to said distributed communications system and that includes an output device, memory that stores digital media files and a continuous play program, and a controller that outputs said digital media files to said audio output device according to said continuous play program wherein said media files include at least one of audio, video and announcements;
 - a computer that is connected to said distributed communications system;
 - and
 - a web server that is connected to said distributed communications system and to a master library of said digital media files, wherein said computer accesses said web server via said distributed communications system to alter said continuous play program for said playback control device.
2. (Original) The continuous play broadcast system of claim 1 wherein said computer includes a browser module for accessing said web server and wherein said web server transmits executable files to said computer for creating said continuous play program.

3. (Original) The continuous play broadcast system of claim 2 wherein said executable files are at least one of Active-X[®] components, Java Applets[®] and Java Script[®].

4. (Original) The continuous play broadcast system of claim 1 wherein said computer and said playback control device are integrated.

5. (Original) The continuous play broadcast system of claim 2 wherein said executable files allow said computer to select and arrange custom playlists by selecting a plurality of said digital media files from said master library and by allowing at least one of sequencing said digital media files and randomly playing said digital media files.

6. (Currently Amended) The continuous play broadcast system of claim 2 [[1]] wherein said executable files allow said computer to select a plurality of predetermined collections of said digital media files, to allocate relative percentages of time at which digital media files from respective collections are played to said plurality of predetermined collections and to create a composite collection that randomly selects said digital media files from said collections based on said allocated percentages.

7. (Currently Amended) The continuous play broadcast system of claim 6 wherein said executable files allow said computer to select at least one of said digital media files within said predetermined collections and to increase or decrease the ~~likelihood that~~ relative frequency at which said at least one of said digital media files is played in said composite collection.

8. (Original) The continuous play broadcast system of claim 6 wherein said executable files allow said computer to select at least one of said digital media files within said predetermined collections and to prevent said at least one of said digital media files from playing in said composite collection.

9. (Original) The continuous play broadcast system of claim 6 wherein said executable files allow said computer to select at least one of said digital media files within said predetermined collections and to prevent said at least one of said digital media files from playing during preselected times in said composite collection.

10. (Original) The continuous play broadcast system of claim 6 wherein said executable files allow said computer to assign said predetermined collections to a time-based schedule that forms part of said continuous play program.

11. (Original) The continuous play broadcast system of claim 10 wherein said executable files allow said computer to assign said composite collection to said time-based schedule.

12. (Original) The continuous play broadcast system of claim 10 wherein a smallest time unit provided in said time-based schedule can be varied.

13. (Original) The continuous play broadcast system of claim 12 wherein said executable files allow said computer to select and arrange custom collections by allowing at least one of selecting a plurality of said digital media files from said master library and by sequencing said digital media files and randomly playing said digital media files.

14. (Original) The continuous play broadcast system of claim 2 wherein said executable files allow said computer to access continuous play programs for a plurality of said playback control devices.

15. (Original) The continuous play broadcast system of claim 14 wherein said executable files allow said computer to group at least two of said playback control devices and to create a common continuous play program for said at least two of said playback control devices.

16. (Original) The continuous play broadcast system of claim 2 wherein said executable files allow said computer to display a digital media file that is currently being played by said playback control device and at least one digital media file that follows said digital media file that is currently being played.

17. (Original) The continuous play broadcast system of claim 16 wherein said web server delivers at least one digital media file to said computer as a streaming media file for output to said output device connected to said computer.

18. (Original) The continuous play broadcast system of claim 1 wherein said web server stores a profile for said playback control device.

19. (Original) The continuous play broadcast system of claim 2 wherein said executable files allow said computer to select business hours to operate said playback control device.

20. (Original) The continuous play broadcast system of claim 2 wherein said web server includes a password logon security module for accessing said continuous play programs.

21. (Original) The continuous play broadcast system of claim 2 wherein said master library further contains at least one of digital announcement files, video files, and text/graphics files.

22. (Original) The continuous play broadcast system of claim 21 wherein said executable files allow said computer to schedule at least one of said digital announcement files in said continuous play broadcast of said playback control device.

23. (Original) The continuous play broadcast system of claim 22 wherein said executable files allow said computer to schedule at least one of said digital announcement files and said video files in said continuous play broadcast of said playback control device on a recurring basis.

24. (Currently Amended) A method of programming a playback control device in a continuous play broadcast system comprising the steps of:

connecting said playback control device to a distributed communications system;

accessing a web site via said distributed communications system using a computer and a web browser; and

accessing and arranging at least one of digital media files and predetermined collections of said digital media files to create a continuous play program for said playback control device via said web site, wherein said media files include at least one of audio, video and announcements.

25. (Original) The method of claim 24 further comprising the step of:
transmitting executable files from said web server to said computer for creating said continuous play program.

26. (Original) The method of claim 24 wherein said executable files are at least one of Active-X[®] components, Java Applets[®], and Java Script[®].

27. (Original) The method of claim 24 wherein said computer and said playback control device are integrated.

28. (Original) The method of claim 24 further comprising the step of:
selecting and arranging custom playlists by selecting a plurality of said digital media files from said master library and by allowing at least one of sequencing said digital media files and randomly playing said digital media files.

29. (Currently Amended) The method of claim 25 ~~[[24]]~~ further comprising the steps of:

selecting a plurality of predetermined collections of said digital media files;
allocating relative percentages of time at which digital media files from respective collections are played to said plurality of predetermined collections; and
creating a composite collection that randomly selects said digital media files from said predetermined collections based on said allocated percentages.

30. (Currently Amended) The method of claim 29 further comprising the steps ~~step~~ of:

selecting at least one of said digital media files within said predetermined collections; and
increasing or decreasing the ~~likelihood that~~ relative frequency at which said at least one of said digital media files is played in said composite collection.

31. (Original) The method of claim 29 further comprising the step of:
allow said computer to select at least one of said digital media files within
said predetermined collections; and
preventing said at least one of said digital media files from playing in said
composite collection.

32. (Original) The method of claim 29 further comprising the step of:
selecting at least one of said digital media files within said predetermined
collections; and
preventing said at least one of said digital media files from playing during
preselected times of at least one of a day, a month and a year in said composite
collection.

33. (Original) The method of claim 29 further comprising the step of:
assigning said predetermined collections to a time-based schedule that
forms part of said continuous play program.

34. (Original) The method of claim 33 further comprising the step of:
assigning said composite collection to said time-based schedule.

35. (Original) The method of claim 33 further comprising the step of:
providing a smallest time unit in said time-based schedule;
allowing said smallest time unit to be varied.
36. (Original) The method of claim 24 further comprising the step of:
selecting and arranging custom playlists by selecting a plurality of said digital media files from said master library using said computer and by allowing at least one of sequencing said digital media files using said computer and randomly playing said digital media files.
37. (Original) The method of claim 25 further comprising the step of:
allowing said computer to access continuous play programs for a plurality of said playback control devices using said executable files.
38. (Original) The method of claim 25 further comprising the steps of:
grouping at least two of said playback control devices; and
creating a common continuous play program for said at least two of said playback control devices.

39. (Original) The method of claim 25 further comprising the step of:
displaying a digital audio file that is currently being played by said
playback control device; and
displaying at least one digital audio file that follows said digital media file
that is currently being played.

40. (Original) The method of claim 24 further comprising the step of:
delivering at least one digital media file to said computer as a streaming
media file for output to an output device connected to said computer.

41. (Original) The method of claim 24 wherein said web server stores a profile
for said playback control device.

42. (Original) The method of claim 25 wherein said executable files allow said
computer to select business hours to operate said playback control device.

43. (Original) The method of claim 24 wherein said web server includes
password logon security for accessing said continuous play programs.

44. (Original) The method of claim 24 wherein said master library contains at
least one of digital announcement files and audio files.

45. (Original) The method of claim 25 wherein said executable files allow said computer to schedule at least one of said digital announcement files in said continuous play program of said playback control device.

46. (Original) The method of claim 25 wherein said executable files allow said computer to schedule at least one of said digital announcement files in said continuous play broadcast of said playback control device on a recurring basis.